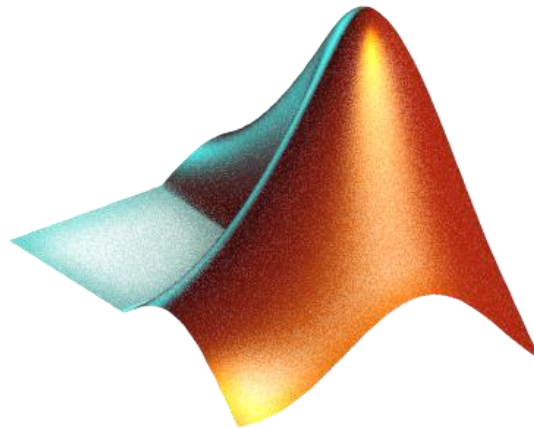
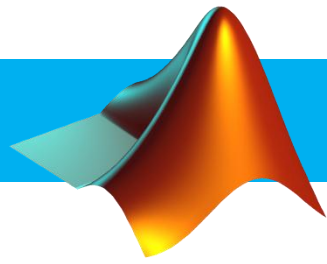


# Curso Básico de MATLAB

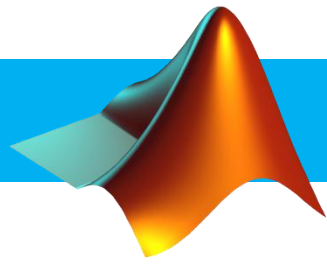
Jorge De Los Santos





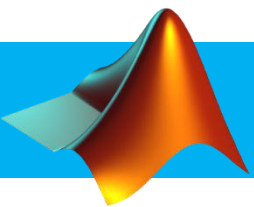
# Contenido del curso

1. Introducción al entorno de desarrollo
2. Tipos de datos y operadores
3. Ficheros de comandos / scripts
4. Matrices y vectores
5. Variables simbólicas, manipulación algebraica y cálculo.
6. Gráficas en 2D
7. Gráficas en 3D
8. Entradas y salidas en el Command Window
9. Sentencias de control (if, elseif, else, switch-case)
10. Bucles / Ciclos (for, while)
11. Sentencias try-catch, break, pause, continue y return
12. Funciones y sub-funciones
13. Cell arrays

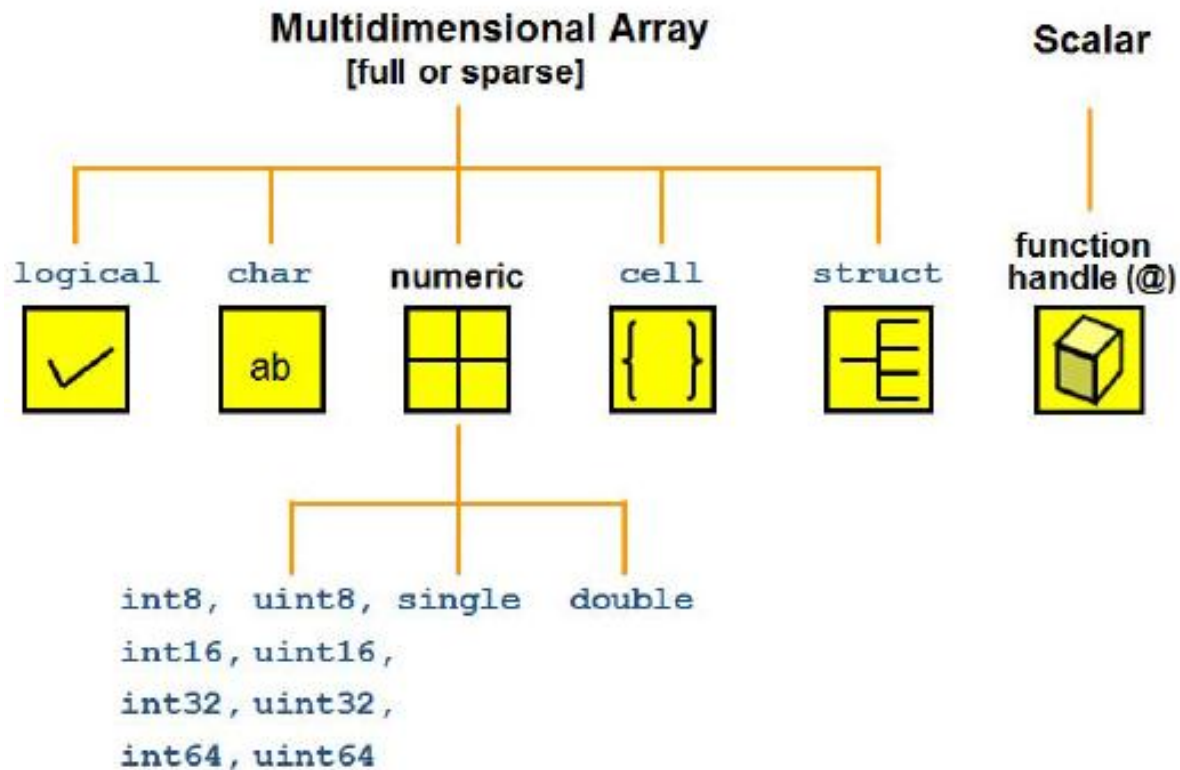


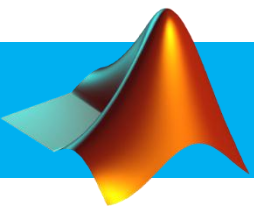
# Contenido del curso

- 14. Estructuras**
- 15. Exportar e importar variables del workspace**
- 16. Exportar e importar datos de un fichero**
- 17. Exportar e importar datos de Microsoft Excel**
- 18. Análisis básico de datos**
- 19. Manipulación de archivos y directorios**
- 20. Solución de ecuaciones diferenciales**
- 21. Introducción al procesamiento de imágenes**
- 22. Introducción a las animaciones**
- 23. Introducción al desarrollo de GUIs**
- 24. Introducción a la POO**
- 25. Depurar y exportar código**
- 26. Compilar aplicaciones (crear ejecutables)**



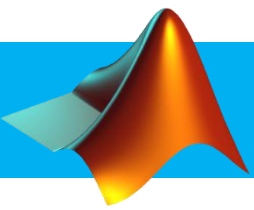
# Tipos de datos





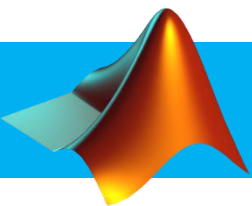
# Operadores aritméticos

Operator	Description
+	Addition
-	Subtraction
.*	Multiplication
./	Right division
.\	Left division
+	Unary plus
-	Unary minus
:	Colon operator
.^	Power
.'	Transpose
'	Complex conjugate transpose
*	Matrix multiplication
/	Matrix right division
\	Matrix left division
^	Matrix power



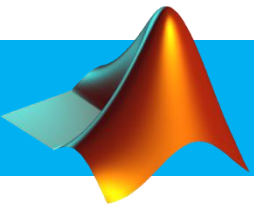
# Operadores relacionales

Operator	Description
<	Less than
<=	Less than or equal to
>	Greater than
>=	Greater than or equal to
==	Equal to
~=	Not equal to



# Operadores lógicos

Operator	Description	Example
&	Returns 1 for every element location that is true (nonzero) in both arrays, and 0 for all other elements.	$A \& B = 01001$
	Returns 1 for every element location that is true (nonzero) in either one or the other, or both arrays, and 0 for all other elements.	$A   B = 11101$
~	Complements each element of the input array, A.	$\sim A = 10010$
xor	Returns 1 for every element location that is true (nonzero) in only one array, and 0 for all other elements.	$\text{xor}(A,B) = 10100$



# Ficheros de comandos

**Crear un nuevo script:**

New>Script

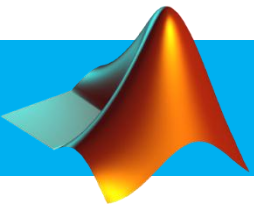
**O bien teclear en el Command Window:**

```
>> edit
```

**Editar un script existente:**

```
>> edit nombre_script
```





# Matrices y vectores

**Crear una matriz de 2x2:**

```
>> A=[1 2;3 4]
```

A =

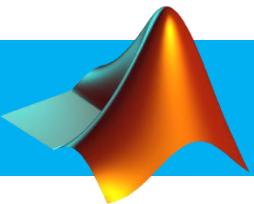
```
1     2
3     4
```

**Crear un vector fila:**

```
>> A=[3 -1 0]
```

A =

```
3     -1     0
```



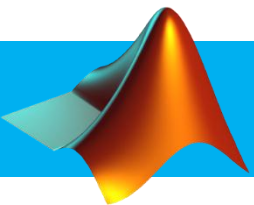
# Variables simbólicas

**Declarar una variable simbólica:**

```
>> x=sym('x');
```

**Declarar múltiples variables simbólicas:**

```
>> syms x y z
```



# Manipulación algebraica

## Insertar expresiones algebraicas:

```
>> x=sym('x');  
>> (x+2)^2;  
>> sin(x)+cos(x);
```

## Factorizar y expandir expresiones algebraicas:

```
>> factor(x^2+2*x+1)
```

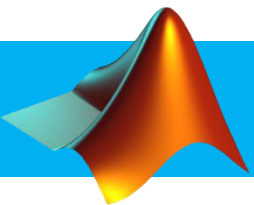
```
ans =
```

```
(x + 1)^2
```

```
>> expand((x+1)^2)
```

```
ans =
```

```
x^2 + 2*x + 1
```



# Manipulación algebraica

## Resolver ecuaciones:

```
>> solve(x+2==3,x)
```

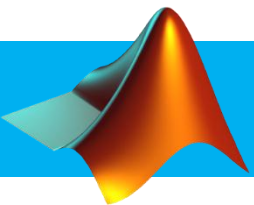
```
ans =
```

```
1
```

```
>> solve(x^2+2*x-1==0,x)
```

```
ans =
```

```
2^(1/2) - 1  
- 2^(1/2) - 1
```



# Manipulación algebraica

**Resolver un sistema de ecuaciones:**

```
>> sol=solve(x+y==1,x-y==0,x,y)
```

```
sol =
```

```
    x: [1x1 sym]
```

```
    y: [1x1 sym]
```

```
>> sol.x
```

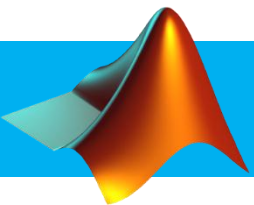
```
ans =
```

```
1/2
```

```
>> sol.y
```

```
ans =
```

```
1/2
```



# Cálculo diferencial

## Límite de una función:

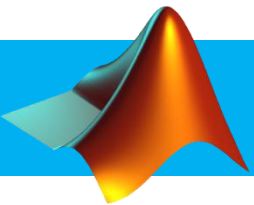
```
>> limit(sin(x)/x,x,0)
```

```
>> limit(1/(x-3),x,3)
```

## Límites laterales:

```
>> limit(1/(x-3),'left')
```

```
>> limit(1/(x-3),'right')
```



# Manipulación algebraica

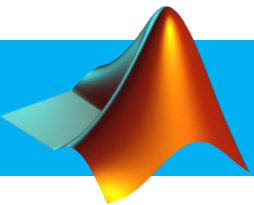
## Resolver ecuaciones:

```
>> solve(x+2==3,x)
```

```
>> solve(x^2+2*x+1==0,x)
```

## Resolver un sistema de ecuaciones:

```
>> solve()
```



# Manipulación algebraica

## Resolver ecuaciones:

```
>> solve(x+2==3,x)
```

```
>> solve(x^2+2*x+1==0,x)
```

## Resolver un sistema de ecuaciones:

```
>> solve()
```